IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:	Examiner:
KIRMSE et al.	Technology Center/Art Unit:
Application No.: Unassigned	PRELIMINARY AMENDMENT
Filed: Herewith	
For: GAME SERVER FOR USE IN CONNECTION WITH A MESSENGER SERVER	

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

Prior to examination of the above-referenced application, please enter the following

amendments and remarks:

Amendments to the Claims are reflected in the listing of claims which begins on page 2

of this paper.

Remarks/Arguments begin on page 7 of this paper.

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17. (original) A method of operating a multi-player game having a plurality of game clients and a plurality of messenger clients, the plurality of game clients and plurality of messenger clients in communication with a game server and a messenger server, the method comprising:

joining the game by sending a reference to the game to the game server;

sending, from an inviter game client to an inviter messenger client, data used to initiate joining the game;

sending a message including the data used to initiate joining the game to the messenger server;

routing the message to an invitee messenger client; and

using the data in the routed message to invoke a game client and join the game.

18. (original) The method of claim 17, further comprising sending, from the game server to the inviter game client, a reference used to join the game.

19. (currently amended) The method of claim 17, further comprising sending the message to a list of messenger clients associated with the inviter messenger client, wherein ~~the~~ an updated state is perceptible by a user of the invitee messenger client.

20. (original) The method of claim 17, further comprising updating a state of an icon associated with the inviter messenger client in response to receiving the message.

21-22. (canceled)

23. (original) The method of claim 17, further comprising sending a request for a game data file to the game server.

24. (original) The method of claim 23, wherein the game data file includes a reference to the game locally.

25-27. (canceled)

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28. (currently amended) A method of operating a multi-player game having an inviter client, an invitee client, and a server, the method comprising:

invoking an inviter game client at the inviter client;

connecting the inviter game client to the game by sending a reference to the game to the server;

creating a message <u>at the inviter client</u> containing data used for invoking an invitee game client and for joining the game;

routing the message to the invitee client; and

using the data in the message to invoke the invitee game client and join the game.

29. (original) The method of claim 28, wherein creating the message comprising creating the message at the inviter client.

30. (currently amended) The method of claim 29 28, wherein routing the message is by using TCP/IP.

31. (original) The method of claim 28, wherein creating the message comprising creating the message at the server.

32. (currently amended) The method of claim 31 28, further comprising sending the message to a second server.

33. (original) A game and messenger client server system, comprising:

a plurality of game clients including an inviter and an invitee game client;

a plurality of messenger clients including an inviter and invitee messenger client;

a server including logic to operate a multiplayer game using inputs from and outputs to an active game set of game clients of the plurality of game clients, wherein game clients other than those in the active game set can join an active game by supplying the server with a reference to the active game;

logic to couple the inviter game client to the inviter messenger client to allow the inviter game client to send the inviter messenger client data used to initiate joining a game,

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whereby a message sent by the inviter messenger client includes the data used to initiate joining a game; and

logic to initiate a join of a game at the invitee game client, using data received in a message to the invitee messenger client,

wherein the inviter messenger client includes logic to forward messages to the invitee messenger client.

34. (canceled)

35. (original) A method for providing a multi user networked computing environment, the method using an activity server and a messenger server, where the activity server and the messenger server are configured to communicate with a plurality of user computer systems, the user computer system including an activity client where the user computer system executes a user interface operated by a human user and is further configured to engage an activity using the activity client, wherein the user interface includes a display device and a user input device, wherein the user computer system is coupled to a network for exchanging information with the activity server and the messenger server, the method comprising:

accepting signals from the user input device to engage the activity using the activity client;

presenting one or more preferences to the user computer system, where the one or more preferences are associated with activities;

selecting at least one preference to join the activity;

invoking the selected activity with a messenger client;

providing to the messenger server a user state and a reference to the activity in which the user is participating; and

presenting to another user associated with at least one of the plurality of user computer systems the user state and the reference to the activity.

36. (original) The method of claim 35 further comprising:

selecting to join the user in the activity by the another user;

invoking another activity client, where the another activity client is associated with the another user; and